EA SPORTS™

NCAA® FOOTBALL 2002

EVERYONE

E

CONTENT RATED BY ESRB

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

GETTING STARTED 2

COMMAND REFERENCE 3

BASIC CONTROLS 4

INTRODUCTION 5

COMPLETE CONTROLS 6

SETTING UP THE GAME 11

MAIN MENU 11

STARTING AN EXHIBITION GAME 12

ON THE FIELD 12

PLAYCALLING SCREEN 12

GAME SCREEN 14

PAUSE MENU 14

CAMPUS CHALLENGE 16

OTHER GAME MODES 17

SEASON 17

DYNASTY 19

PRACTICE 21

GAME OPTIONS 22

ROSTERS 22

SETTINGS 24

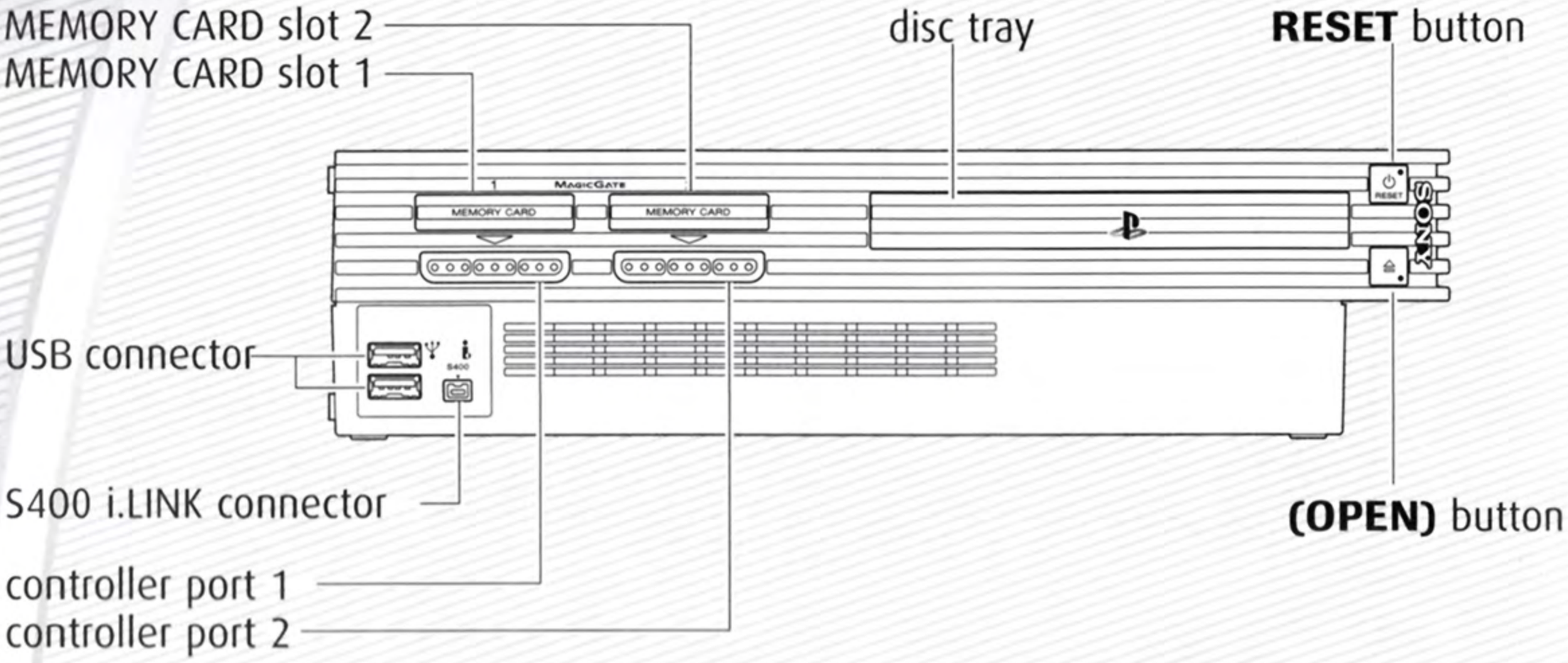
USER PROFILES 25

SAVING AND LOADING 26

WARRANTY 28

GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

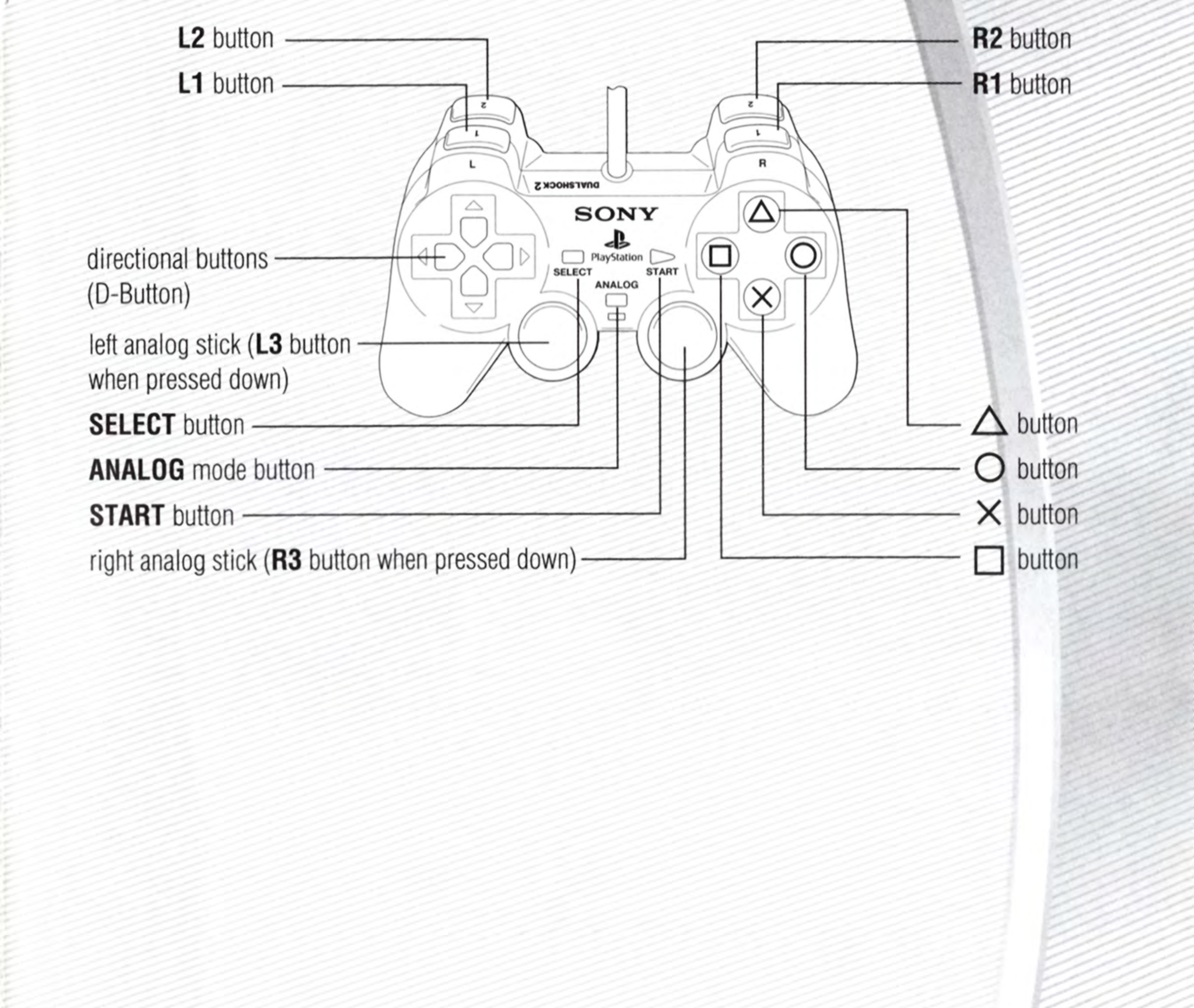


1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *NCAA® Football 2002* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the Multitap (for PlayStation®2), at least one controller must be connected to controller port 1-A.

COMMAND REFERENCE

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

GAME CONTROLS

PLAY SELECTION

Select Formation	✖ button
Select Play	■ button, ✖ button, or ● button

KICKING

Start kick meter/**kick**	✖ button
Kick power	✖ button
Kick accuracy	✖ button

OFFENSE

Snap the ball	✖ button
Move player/**run**	D-Button or left analog stick
Call up **Passing Symbols**	✖ button
Pass to receiver with matching symbol	■ button, ✖ button, ● button, **L1** button, or **R1** button
Sprint (hold button)	✖ button

DEFENSE

Switch player (forward)	✖ button
Switch player (backward)	● button
Move player/**run**	D-Button or left analog stick
Speed burst	● button
Dive (**tackle** if collision)	■ button

➪ For a more detailed list of commands, ➤ *Complete Controls* on p. 6.

INTRODUCTION

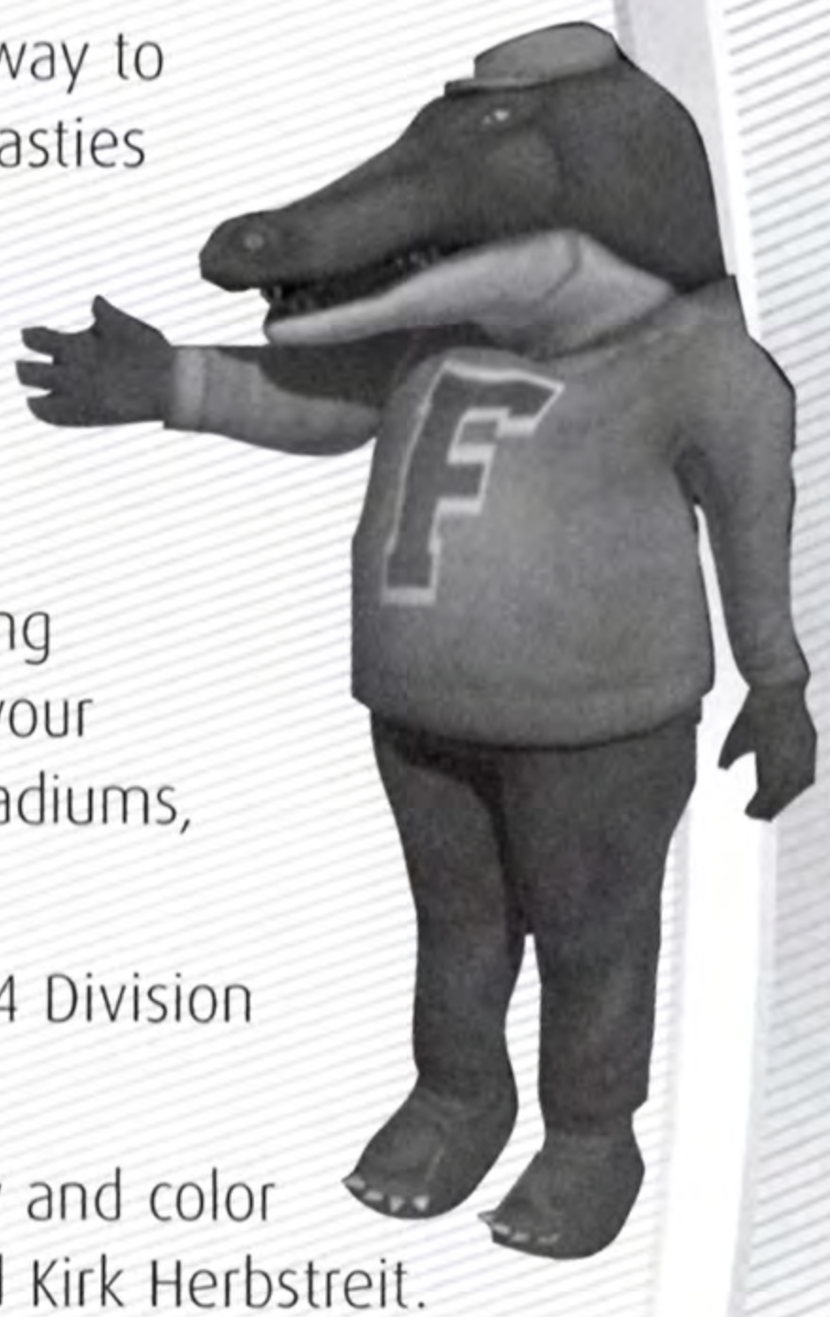
It's back to school—time to hit the books and hit the field. If you're looking for a crash course in NCAA football, you came to the right place. EA SPORTS™ brings the spirit and toughness that you love in college football to the PlayStation 2 console for the first time.

Feel the spirit of college football like never before as you fight your way to the top of the Bowl Championship Series® standings. See coaches sweat it out on the sidelines and mascots pump up the crowd—every game counts.

All the pageantry of NCAA football is here. Suit up and take your team all the way to the Rose Bowl® and the National Championship.

FEATURES:

- **Dynasty Mode™**—Recruit and red-shirt your way to establishing a powerhouse program. Save dynasties for up to 12 players.
- **EAsy Play**—Get to the game fast. Use EAsy Play to get tips while you're learning the game.
- **Campus Challenge**—Earn credits by completing a variety of tasks at different levels. Redeem your credits for campus cards that unlock special stadiums, teams, and cheats.
- **All the Right Moves**—Team playbooks for 144 Division 1-A and Division 1-AA teams.
- **The Voices of College Football**—Play-by-play and color commentary from Brad Nessler, Lee Corso, and Kirk Herbstreit.



For more info about *NCAA® Football 2002* and other titles, check out EA SPORTS™ on the web at www.easports.com.

COMPLETE CONTROLS

Once you've mastered the basic controls, it's time to step up your gameplay.

NOTE: Default options are listed in bold in this manual.

MENU CONTROLS

Highlight menu items	D-Button ↕
Cycle choices/Move sliders	D-Button ↔
Select/Go to next screen	✖ button
Return to previous screen	▲ button

GENERAL GAMEPLAY

Pause	**START** button
Call **Timeout**	**SELECT** button

PLAYCALLING

Cycle through formations	D-Button ↕
Select formation	✖ button
Cycle through plays	D-Button ↕
Select corresponding play	■, ✖, or ● button
Bluff playcall (upper window)	**L1** button + ■ button, ✖ button, or ● button
Bluff playcall (lower window)	**L2** button + ■ button, ✖ button, or ● button

OFFENSE

BEFORE THE SNAP

Call **audible**	■ button then ■ button, ✖ button, ● button, **L1** button, or **R1** button
Snap ball	✖ button
Fake snap signal	● button
Call **hot route**	▲ button
Crowd control	**L2** button

Coach's cam (don't show play diagram on field)	**R1** button + D-Button
Coach's cam (show play diagram on field)	**R2** button + D-Button
Cycle through **man in motion options**	D-Button ↕
Put selected **man in motion**	D-Button ↔

- Before the snap, press the ■ button + the **R2** button to flip the play at the line of scrimmage.
- To cancel an audible, press the ▲ button to back out of the current audible.
- Before the snap in an audible situation, press the ■ button + the **L2** button to run the original play as picked in the Play Call screen.

NOTE: For more information on Audibles, ➤ *Set Audibles* on p. 25.

TO CALL A HOT ROUTE:

1. Press the ▲ button at the line of scrimmage, then press the corresponding button symbol (■ button, ✖ button, ● button, **L1** button, or **R1** button) of the receiver whose route you want to change.
2. After the receiver is selected, press the D-Button ↑ to send him on a fly pattern, press the D-Button ↓ for a quick hitch, or press the D-Button ↔ to run an in/out pattern. (You may use the left analog stick to change the receiver's route).

- To cancel the hot route, press the ▲ button again.

TO CALL MAN IN MOTION:

1. While at the line of scrimmage, press the D-Button or left analog stick ↑ or ↓ to highlight the receiver that you want to put in motion.
2. Press the D-Button or left analog stick ↔ to send that receiver in motion.

NOTE: The receiver runs the same route, it's just on the other side of the field.

RUNNING

Move player/Run	D-Button or left analog stick
Sprint (hold button)	✖ button
Dive/QB slide	■ button
Jump/Hurdle	▲ button or right analog stick ↑
Spin	● button or right analog stick ↓
Juke left/right	**L1** button/**R1** button
Stiff arm left/right	**L2** button
Lateral	**R2** button

PASSING

Bring up **passing symbols**	✖ button
Throw to receiver with corresponding symbol	■ button, ✖ button, ● button, **L1** button, or **R1** button
Pump fake	**R2** button
Toggle passing symbols	**L2** button
Throw ball away	▲ button

ANALOG CONTROL PASSING

Select receiver	right analog stick (in the direction of the receiver)
Pass the ball	**R3** button

⇨ To throw a bullet pass, hold down the button that corresponds to the targeted receiver. To throw a touch pass, tap the button.

⇨ To lead your receiver, lead with the left analog stick or D-Button in the direction of the receiver and press the button that corresponds to the receiver.

NOTE: Once your QB crosses the line of scrimmage, he's not allowed to throw the ball downfield.

RECEIVING

Control intended receiver	✖ button or **R3** button (while ball is airborne)
Dive for pass	■ button
Jump for pass	▲ button or right analog stick ↑

DEFENSE

BEFORE THE SNAP

Cycle through defenders	✖ button, ● button, or **L3** button
Reposition player	D-Button or left analog stick
Linebacker shift	**L1** button/**R1** button
Coverage audibles	▲ button then ■ button, ✖ button, or ● button
Call an **audible**	■ button then ■ button, ✖ button, ● button, **L1** button, or **R1** button
Defensive Line Pinch	**R2** button

➪ To cancel an audible, press the ■ button + the **L2** button before the snap to run the original play as picked in the Play Call screen.

➪ To flip the play at the line of scrimmage, press the ■ button + the **R2** button before the snap.

➪ To exit audible selection before picking a play, press the ▲ button.

EA SPORTS TIP: A coverage audible lets you change the cornerback's strategy at the line of scrimmage. Press the ■ button to put your cornerbacks into bump and run. Press the ● button to place your cornerbacks in loose coverage. Press the ✖ button to return to original coverage.

NOTE: For more information on Audibles, ➤ *Set Audibles* on p. 25.

AFTER THE SNAP

Control player nearest to the ball	✖ button or **R3** button
Move player/run (tap to shuffle–low velocity)	D-Button or left analog stick ↔
Move player/run (tap to back pedal–low velocity)	D-Button or left analog stick ↕
Dive	■ button or right analog stick ↓
Sprint (hold button)	● button
Jump/Defend pass	▲ button or right analog stick ↑
Spin move	**L2** button/**R2** button
Swim/Rip move	**L1** button/**R1** button

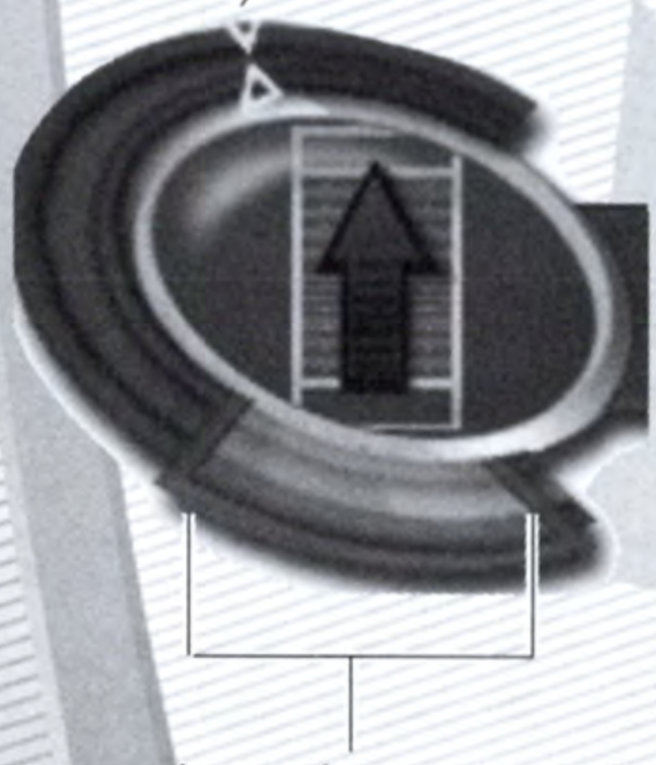
KICKING GAME

KICKING

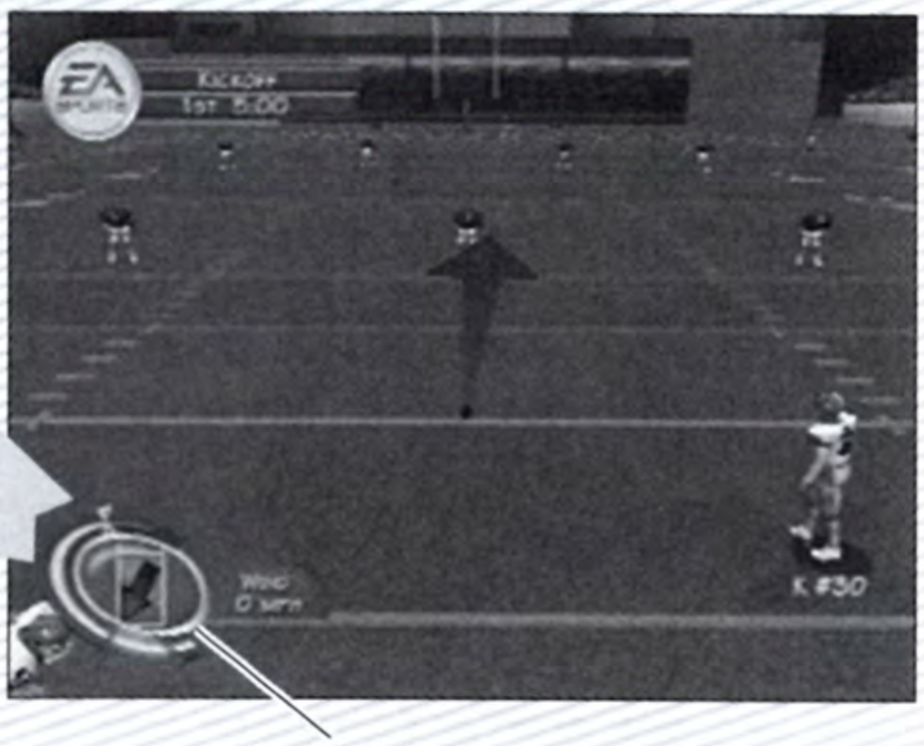
Aim kick	D-Button or left analog stick
Start kick meter/Kick	✖ button or **R3** button
Kick power	✖ button or **R3** button
Kick accuracy	✖ button or **R3** button

➪ Press the ✖ button or **R3** button to start the kick meter.

When the meter reaches here, it is at its highest desirable point. Press the ✖ button or **R3** button again before it passes this section or you will over-kick.



Press the ✖ button or **R3** button again when the meter comes back to this point. Pressing the ✖ button or **R3** button here gives your kick better accuracy.



The kick meter

EA SPORTS TIP: For some kickers and punters, over-kicking can add power to the kick. Remember though, using over-kick decreases your kicker's accuracy.

RETURNING A KICK

Switch players	✖ button or **R3** button
Control return man	D-Button or left analog stick
Fair catch/Kneel (you must have control of the return man while the ball is in the air)	▲ button

SETTING UP THE GAME

Navigate the Main menu and hit the field for an Exhibition game.

MAIN MENU

From the Main menu, you can choose the type of game you want to play, create and edit user profiles, adjust your options and settings, or view credits and EA SPORTS previews.

Choose an Exhibition, Season, or Dynasty game or get in some Practice (➤ *Starting an Exhibition Game* on p. 12 or *Other Game Modes* on p. 17).

Adjust settings, rosters, user profiles, and more (➤ *Game Options* on p. 22).

Take the Campus Challenge and earn campus cards (➤ *Campus Challenge* on p. 16).

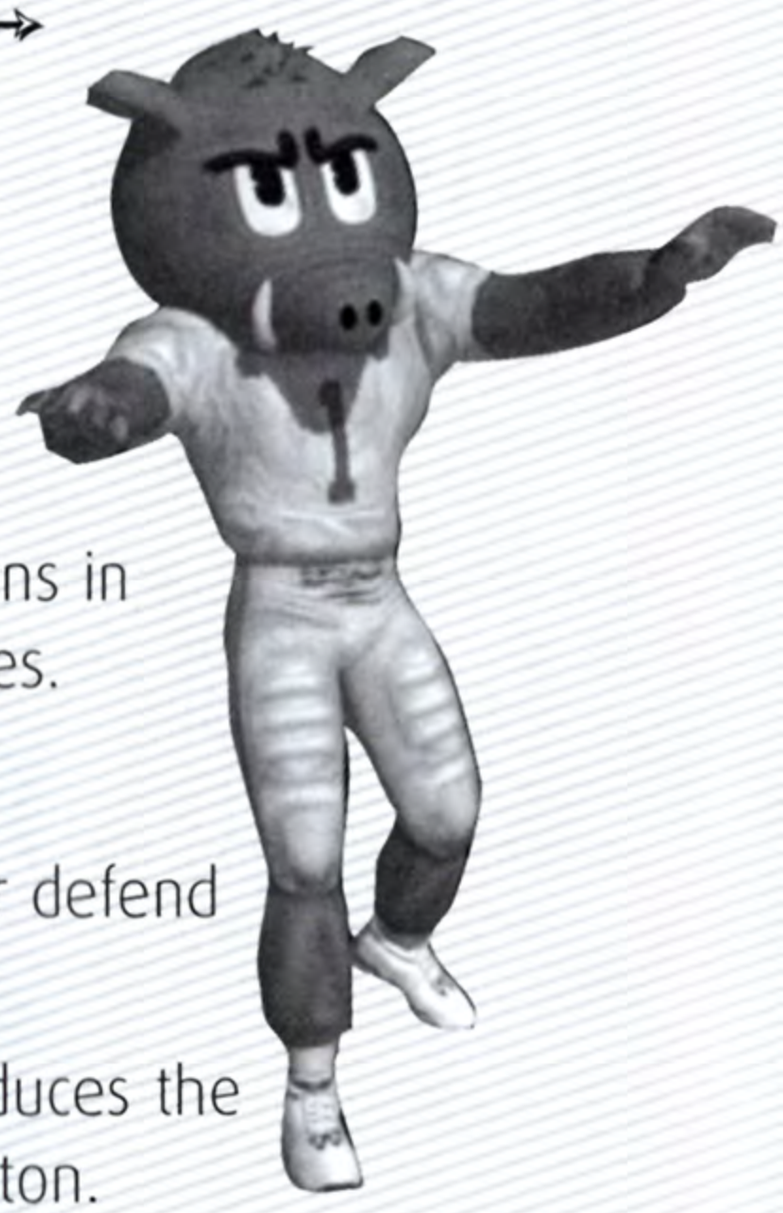
Check out the credits and what's coming up from EA SPORTS.

STARTING AN EXHIBITION GAME

Play against your school's toughest rival, a powerhouse from another conference or any of the 144 Division 1A and Division 1AA schools represented in *NCAA Football 2002*.

TO START AN EXHIBITION GAME:

1. From the Main menu, press the D-Button ↔ to highlight EXHIBITION and press the ✖ button. The Team Select screen appears.
2. To select a team, press the D-Button ↔ to cycle through teams until your desired team is shown. Press the ✖ button to select that team. The Controller Select screen appears.
   - ⇨ To jump through teams alphabetically, press the **R1** or **L1** button.
   - ⇨ To toggle between Home and Away teams, press the D-Button ↕.
   - ⇨ To select your team's rival, press the **SELECT** button when choosing teams.
   - ⇨ To select a random Home team, press the **R2** button.
   - ⇨ To select a random Away team, press the **L2** button.
3. To choose a team to control, press the D-Button ↔ until the controller icon is positioned under your team.



ON THE FIELD

Every down counts when you're up against the big guns in the conference. Read on to begin your run for the roses.

COIN TOSS

The winner of the toss may choose to kick, receive, or defend a goal; the loser picks from the remaining choices.

- ⇨ Before the coin toss, the commentary booth introduces the two teams. To bypass this screen, press the ✖ button.

PLAYCALLING SCREEN

You won't win any games if you keep calling the same two or three plays over and over again. Get an advantage over your competition by familiarizing yourself with your entire playbook.

TO SELECT AN OFFENSIVE OR DEFENSIVE PLAY:

1. Use the D-Button or left analog stick to select a formation and set, then press the ✖ button.

⇨ To ask for coaching assistance on your next offensive play, press the ■ button.

⇨ To see your players' fatigue levels, hold the **R1** button at the formation screen. Green is full energy, yellow is low energy.

2. To select the desired play, press the ■ button, ✖ button, or ● button.

⇨ To go back to the previous window, press the ▲ button.

◇ Running plays are identified by green borders, and passing plays are identified by blue borders.

⇨ To flip plays, press the **R2** button.

⇨ To call a play from the header below the selection window, press the **L2** button + the ■ button, ✖ button, or ● button. To call a play from the header above, press the **L1** button + the ■ button, ✖ button, or ● button.

◇ Once the play is called, the offense goes to the line of scrimmage and the game continues.

NOTE: After each play, the offense has 25 seconds to select a play before a delay of game penalty is called. The defense has five seconds to choose a play after the offense is ready to break the huddle.

EA SPORTS TIP: To skip the huddle, immediately hold the ▲ button at the end of a play (after the whistle blows). The offense hurries to the line of scrimmage and repeats the previous play. To run a Stop Clock play, hold the ● button and your quarterback spikes the ball. To run a fake spike, hold the ■ button.

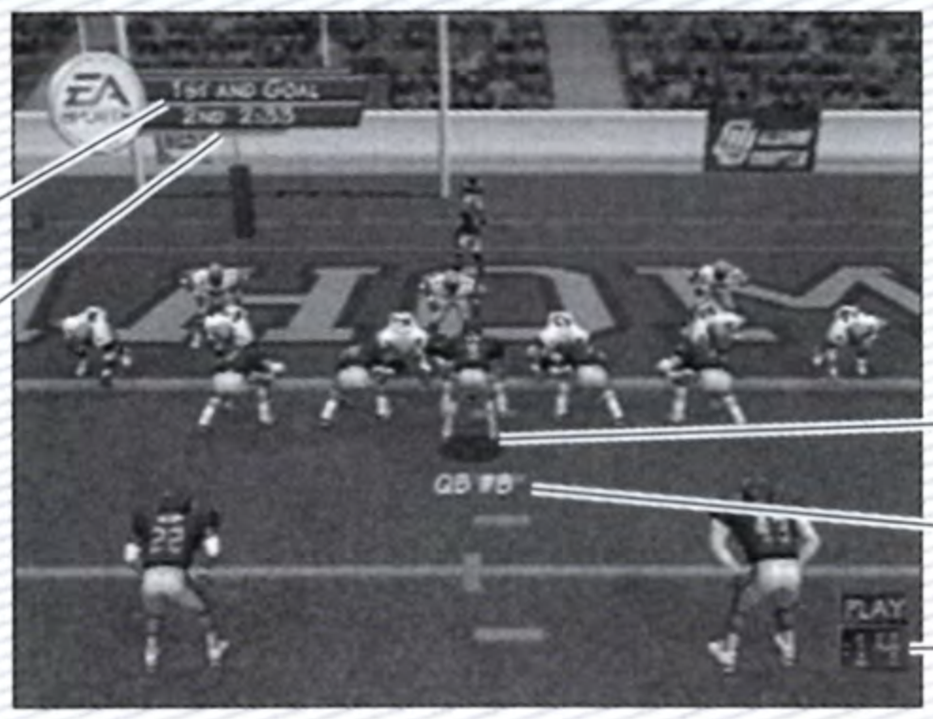
TO SELECT A SPECIAL TEAMS PLAY:

1. Press the D-Button to highlight SPECIAL TEAMS and press the ✖ button.

2. Select the desired play, then press the ■ button, ✖ button, or ● button.

◇ To learn how to kickoff, kick PAT's, and punt, ➤ *Kicking Game* on p. 10.

GAME SCREEN



Down and yards to go

Time remaining in quarter

Controlled player

Player identifier

Play clock

◇ If your player is off-screen, an arrow the same color as your control indicator points toward him from the edge of the screen. Hold the D-Button in the opposite direction of the arrow to bring the player onscreen.

PAUSE MENU

Adjust your settings, lineup, and more, or just take a break from the action.

RESUME GAME Return to the field and continue the current game.

INSTANT REPLAY Check out the action from the last play from a different angle (or two).

CALL TIMEOUT Use one of three timeouts per half.

STATS/INFO

GAME STATS: View offensive and defensive team statistics.

INDIVIDUAL STATISTICS: View offensive and defensive player statistics.

INJURY REPORT: View the status of all injured players.

BOX SCORE: View a scoring summary for the entire game.

SUBSTITUTIONS

DEPTH CHART: Re-arrange the depth chart for all positions.

To change the order of the depth chart:

1. Highlight DEPTH CHART and press the ✖ button.
2. Highlight a player from the depth chart screen (on top) and press the ✖ button. Your cursor moves to the team roster.
3. Highlight a player from the team roster and press the ✖ button. The new player is inserted into the depth chart.

FORMATION SUBS: Arrange the personnel for a specific formation.

To sub:

1. Highlight formations and press the ✖ button.
2. Select an offensive or defensive formation (using the **L2** button or the **R2** button to scroll through the selections) and set (by pressing the D-Button or left analog stick ↕).
3. Select a position by pressing the D-Button ↔ in the formation section and pressing the ✖ button on the desired player.
4. From the Available Players list, highlight a player to be substituted in the starting spot and press the ✖ button. That player starts at that position in the selected formation only.

SET AUDIBLES

Each team has a total of five offensive and five defensive audibles.

To set an audible:

1. Press the D-Button ↔ to select either OFFENSE or Defense and press the ✖ button. Your cursor moves to the play windows.
2. Highlight one of the audibles from the play windows and press the ✖ button. The cursor moves to the formation window.
3. Select a formation, and then a new play from the bottom window and press the ✖ button to accept the new audible.

⇨ To flip any audible, press the **R2** button.

PLAY CAMPUS CARDS

Activate any of the campus cards you have earned through the Campus Challenge.

To activate a campus card:

1. Scroll through your available campus cards and press the ✖ button to select.
2. Press the ✖ button to activate the displayed card.

◇ For more information on Campus Cards and the Campus Challenge, ➤ *Campus Challenge* on p. 16.

CHALLENGE STATUS

View the current status of Campus Challenge. All tasks and credits earned are displayed on this screen.

CONTROLLER SELECT Re-assign controllers to teams.

SETTINGS Adjust your game settings. For more information, ➤ *Settings* on p. 24.

CAMERA VIEW Set the camera view from one of five different angles.

DRIVE SUMMARY View the stats from the current drive.

QUIT Quit the game and return to the Main menu.

CAMPUS CHALLENGE

Take the ultimate test by taking the Campus Challenge. Complete specified tasks to earn credits that can be redeemed for campus cards. Campus cards "unlock" different rewards (Team Boosts, Fantasy Teams, Historic Teams, Stadiums, and Cheats).

Activate campus cards to add new dimensions to your game.

CAMPUS CHALLENGE SCREEN

CARDS Redeem credits and view campus cards earned.

CHALLENGE View tasks by level and see which you've completed and which you still need to tackle.

RECORDS View individual game, team game, and individual season records.

TO REDEEM CREDITS FOR CAMPUS CARDS:

1. From the Main menu, select USER PROFILES.
2. Select your user profile (for more information, ➤ *User Profiles* on p. 25).
3. To toggle **ON** the Campus Challenge, highlight it and press the D-Button ↔ so that the switch is in the "on" position.
   - ◇ You must have a user profile to take the Campus Challenge.
   - ◇ Each user profile starts out with credits, which can be redeemed for campus cards.
4. Press the ● button to redeem credits for a random selection of campus cards.

TO TAKE THE CAMPUS CHALLENGE:

1. From the Controller Select screen, press the ● button to bring up the User Options screen.
2. To choose a profile, press the D-Button ↔ until you see your profile.
3. To turn ON Campus Challenge, press the D-Button ↕ until Campus Challenge **ON**/OFF is highlighted.

4. Press the D-Button ↔ to toggle between **ON** and OFF.
5. Press the ✖ button to return to the Controller Select screen and press the ✖ button again to start the game.

EARNING CAMPUS CARDS

There are many ways to earn credits and with Campus Challenge ON, you automatically earn them when you complete a level challenge. Here are some examples of challenges for which you win credits that you can redeem for campus cards.

- ◇ Sack the opposing quarterback
- ◇ One reception by 3 different players
- ◇ Punt the ball over 50 yards

ACTIVATING CAMPUS CARDS

When the game is close and it's down to the wire, access the Pause menu to activate a game-saving campus card. A Team Boost card might be the difference between a glorious win and a humiliating defeat.

TO PLAY A CAMPUS CARD:

1. From the Pause menu, choose PLAY CAMPUS CARDS. The Play Pennants screen appears.
   - ⇨ To toggle through types of cards, press the **L2** button or the **R2** button.
   - ⇨ To view the available cards, press the D-Button ↔.
2. When the card you want to play appears, press the ✖ button.

OTHER GAME MODES

In addition to Exhibition games, *NCAA Football 2002* has three other game modes to choose from. Take your team through a Season, lead your school up the ranks and establish a Dynasty, or put the team through the paces in Practice mode.

SEASON

From the first kickoff all the way to the Rose Bowl, lead your team to the top.

SEASON MAIN MENU

PLAY WEEK — Jump into a week of college football, you can play or simulate games.

STATS/INFO — Check out Individual, Team, and Career statistics. Or view the Rankings and Injury Report.

STANDINGS	View the standings of all teams, the Top 25 teams, BCS ranking, or bowl game standings (after week 8).
AWARDS	Scope out the Weekly, Individual (after week 8), and All-American (after week 8) awards.
OPTIONS	Access the Rosters, User Profiles, Settings, and Memory Card (PS2) screens.
CAMPUS CHALLENGE	View Campus Challenge standings including Cards accrued, Challenges completed/uncompleted, and Records set.

TO START A NEW SEASON:

1. From the Main menu, select SEASON. A pop-up box asks if you would like to create a NEW season or LOAD a saved season. Choose NEW and press the ✖ button. The Season Setup screen appears.
2. Scroll through the list of teams and press the ✖ button to select the team you want to control.

➪ To enter a user profile, choose USER PROFILES from the Options pop-up menu.

➪ To start the season, choose PLAY WEEK from the Season menu. The Play Week screen appears.

PLAY WEEK SCREEN

The Play Week screen shows the schedule of all games to be played during the season by all teams. You can scroll through and view the schedule and the scores of the games that have already been played. Or access the Team Schedule to see only your team's games.

TO PLAY OR SIMULATE A GAME IN THE SEASON:

1. From the Play Week screen, choose either WEEKLY SCHEDULE or TEAM SCHEDULE.
2. Scroll through the games on the schedule. When the game you want to play is highlighted, press the ✖ button. A pop-up window appears.
3. You can choose to **PLAY A GAME**, SIMULATE A WEEK, or SIMULATE A SEASON from this window. Highlight the option you want and press the ✖ button. The Controller Select screen appears. Continue as you would in an Exhibition game (➤ *Starting an Exhibition Game* on p. 12).

BOWL GAMES

Once the season ends, it's time to see which teams made the bowls. If your team didn't make a bowl, you can play as one of the other teams.

◆ Bowl Games are listed by week following the weekly schedules and any off-season games that come before them.

- To convert your Season to a Dynasty, choose YES when the prompt asks you if you want to convert after the bowl games have been played.
- To return to the Main menu, choose NO when the prompt asks you if you want to convert your Season to a Dynasty and then press the ▲ button twice.

DYNASTY

Coach your team from one season to the next and see if you can establish a dynasty. Beware, if you can't handle the heat, you'll be looking for a coaching job at another school in the off season.

TO START A NEW DYNASTY:

1. From the Main menu, choose DYNASTY. The Dynasty pop-up menu appears. Select **NEW**. The Dynasty Setup screen appears.
- To move between Number of Users, and Coaching Contracts, press the D-Button ↕.
- To change the number of users or to toggle coaching **ON**/OFF, press the D-Button ↔.

2. When you've set the number of users and selected your coach option, press the ✖ button to move the cursor to Team Selection.
3. To select a team, press the D-Button ↔ and then press the ✖ button when your chosen team appears. The Dynasty Year screen appears.
4. To play a game, select PLAY WEEK. Follow the instructions for starting a Season game (➤ *Season* on p. 17).

DYNASTY MAIN MENU

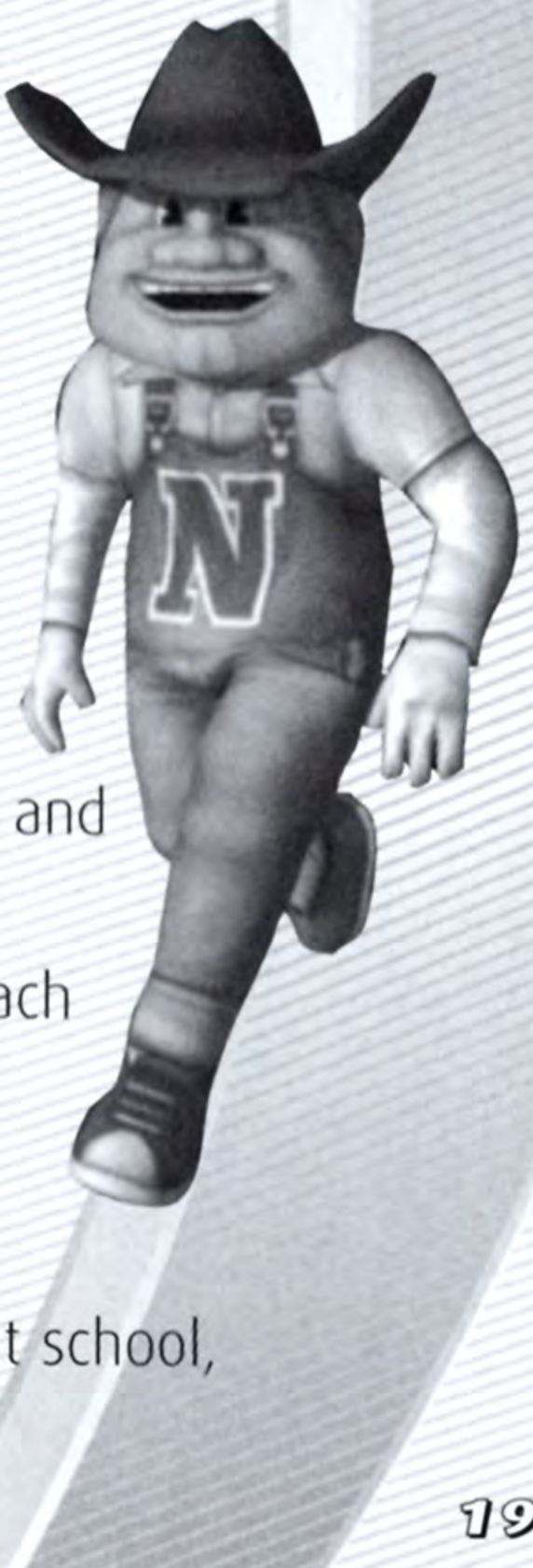
The Dynasty Main menu is similar to the Season Main menu (➤ *Season Main menu* on p. 17), with the exception of Coach Options which are explained below.

COACH OPTIONS

PROFILES Change playbook, coaching strategies, toggle Auto Recruiting between **USER** and CPU, or edit/create/delete a coach.

POSITIONS Check out the Prestige and Team of each coach's program or resign from your current coaching position and find a new job.

RATINGS View coaching stats, years with current school, contract status, and more.



THE OFF-SEASON

Use the off season to replace your graduating seniors with hot new recruits and strengthen the weak spots in your roster.

OFF-SEASON MAIN MENU

Most of the Off-Season menu is self-explanatory, except Off-Season schedule and Coach Options explained below.

OFF-SEASON SCHEDULE Check out who's leaving, export your draft class to *Madden NFL™ 2002* for the PlayStation 2 console, recruit new blood, view training results, cut players, redshirt players, set your depth chart, or start a new Season.

To export your draft class:

1. From the Players Leaving screen, press the ● button. A pop-up asks you to confirm that you want to export your draft class. Choose YES. The Memory Card (PS2) screen appears.
2. Press the ✖ button to select SAVE.
3. Press the D-Button ↕ to highlight DRAFT CLASS and press the ✖ button to save. The text editor pop-up appears.
4. Enter a name for the file and then press OK.

➪ To import your draft class to *Madden NFL 2002*, please consult your *Madden NFL 2002* game manual.

COACH PROFILES Select your playbook, set your coaching strategies for offense and defense and toggle auto recruiting USER/CPU.

RECRUITING

You have recruiting points based on your previous year's performance which you can assign to prospects. The higher the caliber of the recruit, the more points you will need to sign him. The following table illustrates the break-down of points for each activity.

Visit by Head Coach	8 points
Visit by Assistant Coach	4 points
Call from Head Coach	2 points
Call from Assistant Coach	1 point

TO RECRUIT:

1. From the Off-Season menu, choose RECRUITING. The Recruiting Central screen appears.

2. Pick a state from which you want to recruit by pressing the D-Button ↔ or ↕, then press the ✖ button. The Recruiting Reports screen appears.

3. To browse the recruits from your selected state, press the ✖ button when the first selection is highlighted.

⇨ To choose a recruit from another group (National Top 100, All Prospects, Interested Prospects, or Returning Players), highlight that selection and press the ✖ button.

4. To visit or call a prospect, highlight his name and press the ✖ button. A pop-up window appears with four recruiting choices.

5. To choose an action, highlight it and press the ✖ button.

◇ You may choose up to all four actions for any one recruit, but watch how you spend your recruiting points or you'll have one or two star players and a lot of walk-ons filling your roster.

◇ You must retain a minimum number of players in each position to field a competitive team.

◇ You can simulate a week or the remainder of the recruiting season by pressing the **START** button at any time. A prompt asks you if you want to **ADVANCE TO NEXT WEEK** or SIMULATE ALL WEEKS.

PRACTICE

Learn new plays and polish up the old standbys so that you can perform when the pressure is on.

TO START A PRACTICE GAME:

1. From the Main menu, choose PRACTICE. The Practice Setup menu appears.

2. Press the D-Button to choose the defensive team.

⇨ To cycle through teams alphabetically, press the **R1** button or the **L1** button.

3. Press the D-Button ↕ to highlight the MODE toggle and then press the D-Button ↔ to cycle between OFFENSE ONLY/**NORMAL**/KICKOFF.

◇ When practicing Offense Only, the defensive team is disabled.

⇨ To toggle between offense and defense, press the D-Button ↕.

4. Press the ✖ button to advance to the Controller Select screen and navigate it as you would in an Exhibition game (➤ *Starting an Exhibition Game* on p. 12).

ON THE PRACTICE FIELD:

◇ Call a play in practice just as you would in a game (➤ *Playcalling Screen* on p. 12).

⇨ To select a new play, press the **SELECT** button.

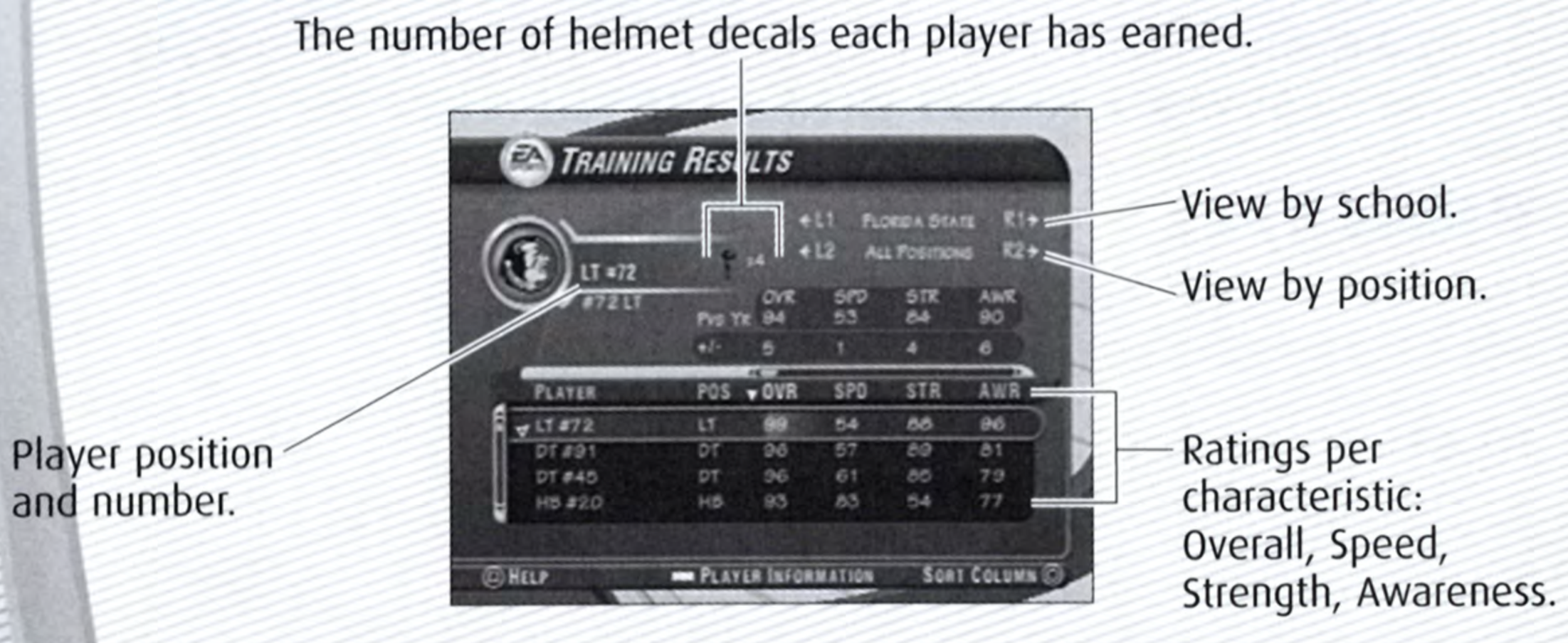
⇨ To reposition the ball, press the **L2** button and then press the D-Button ↔ or ↕ to move the yellow cursor.

GAME OPTIONS

Here's your chance to take advantage of the incredible depth in *NCAA Football 2002*. Reorder your rosters, create or edit the ideal player, adjust your settings, and more.

ROSTERS

Strengthen your roster to go up against that tough rival. Create a dream player. Address all your mid-season personnel needs here.


The number of helmet decals each player has earned.
TRAINING RESULTS
L1 FLORIDA STATE R1
L2 ALL POSITIONS R2
LT #72
#72 LT
OVR SPD STR AWR
PVS YR 84 53 84 90
+/- 5 1 4 6
PLAYER POS OVR SPD STR AWR
LT #72 LT 89 54 86 86
DT #91 DT 96 57 89 81
DT #45 DT 96 61 86 79
HB #20 HB 93 83 54 77
HELP
PLAYER INFORMATION
SORT COLUMN
Player position and number.
View by school.
View by position.
Ratings per characteristic: Overall, Speed, Strength, Awareness.

CREATE-A-PLAYER

Build the best from the cleats to the helmet.

TO CREATE A PLAYER:

1. From the Rosters menu, choose CREATE-A-PLAYER. The Edit information screen becomes active.
2. To enter your player's name, highlight the appropriate section and press the ✖ button. When you're finished, highlight CONTINUE and press the ✖

button to advance
to the Edit Appearance screen.

3. Select your desired settings and then highlight CONTINUE and press the ✖ button to go to the Edit Equipment screen.

➪ To scroll through the different characteristics, press the D-Button ↕.

➪ To change the display for each characteristic, press the D-Button ↔.

4. After you edit your equipment, highlight CONTINUE and press the ✖ button to advance to the Edit Ratings screen.

5. When you're finished editing your player's ratings, highlight DONE and press the ✖ button.

6. A pop-up menu prompts you to CREATE AND EXIT/LOSE CHANGES/**CANCEL**. Choose CREATE AND EXIT to create your player.

TO EDIT A PLAYER:

1. Choose EDIT PLAYER from the Rosters menu tabs. The Edit Player screen becomes active.

2. To find the player you want to edit, press the D-Button ↕ until your desired player is highlighted and then press the ✖ button. A pop-up menu appears.

3. Select the information that you want to edit (**PLAYER INFO**/EQUIPMENT/APPEARANCE/RATINGS) and press the ✖ button.

4. Continue as you would in creating a player (➤ *To Create a Player* on p. 22).

TO DELETE A PLAYER:

1. Choose DELETE PLAYER from the Rosters menu tabs. The Delete Player screen becomes active.

2. To select the created player you want to delete, press the D-Button ↕ until he is highlighted and then press the ✖ button.

3. A pop-up window asks you to confirm that you're sure you want to delete this player. Highlight YES and press the ✖ button to confirm.

DEPTH CHART

Rearrange your squad to compensate for injured players or to better meet the challenges of a specific opponent.

TO REORDER A DEPTH CHART:

1. From the Rosters menu, choose the DEPTH CHART tab. The Depth Chart screen appears.

- To cycle through the teams, press the **L1** button or the **R1** button.
- To cycle through positions, press the **L2** button or the **R2** button.

2. To select the player you want to change, press the D-Button ↕ until he is highlighted and then press the ✖ button. The cursor moves to the second string players.

3. Highlight the player you want to move into the other spot and press the ✖ button.

SETTINGS

Change your settings to suit your play style.

GAMEPLAY	Set your gameplay options including Quarter Length, Skill Level, Injuries, Game Fatigue, and Campus Challenge.
EASY PLAY	Adjust your EAsy Play settings including Penalties, Play Clock, Play Notification, Passing Mode, Pass Assist, Catch Assist, Run Assist, and Kick Assist.
VISUAL	Set visual options including Player Displays, Screen Format, Auto Instant Replays, Field Lines, and Camera.
PENALTY	Toggle Penalties ON/**OFF**, and adjust penalty sliders.
SYSTEM	Change Default Teams or reset Rosters, Records, and/or Settings.
AI	Set your AI options including Pass Assist, Catch Assist, Run Assist, and AI.
SOUND	Adjust your sound settings including Commentary, Sound Mode, Master Volume, Crowd, Field, Menu Music, and Menu SFX.

NOTE: During a Season or Dynasty , Commentary is only heard during televised games.

CONTROLLER	Configure your controller and toggle Vibration **ON**/OFF.
IN GAME	Set Player Lock, Auto Subs, paramaters for when auto subs are subbed in/out of the game, and toggle passing mode to **NORMAL** or QUICK.

USER PROFILES

Set up a user profile to track your Campus Challenge progress, save your audibles, and store your stats.

TO CREATE A USER PROFILE:

1. From the Main menu, select OPTIONS. The Options pop-up menu appears.

2. To select USER PROFILES, press the D-Button to highlight it and then press the ✖ button to select. The User Profiles menu appears.

3. Select NEW/EDIT PROFILE. The Edit Profiles screen appears.

4. To create a new profile, press the ✖ button on CREATE NEW PROFILE. The New/Edit Profile pop-up window appears.

⇨ To edit the profile name, press the ✖ button.

⇨ To select a playbook, highlight PLAYBOOK SELECT and press the ✖ button.

5. When you're finished, highlight DONE and press the ✖ button to return to the Edit Profiles menu.

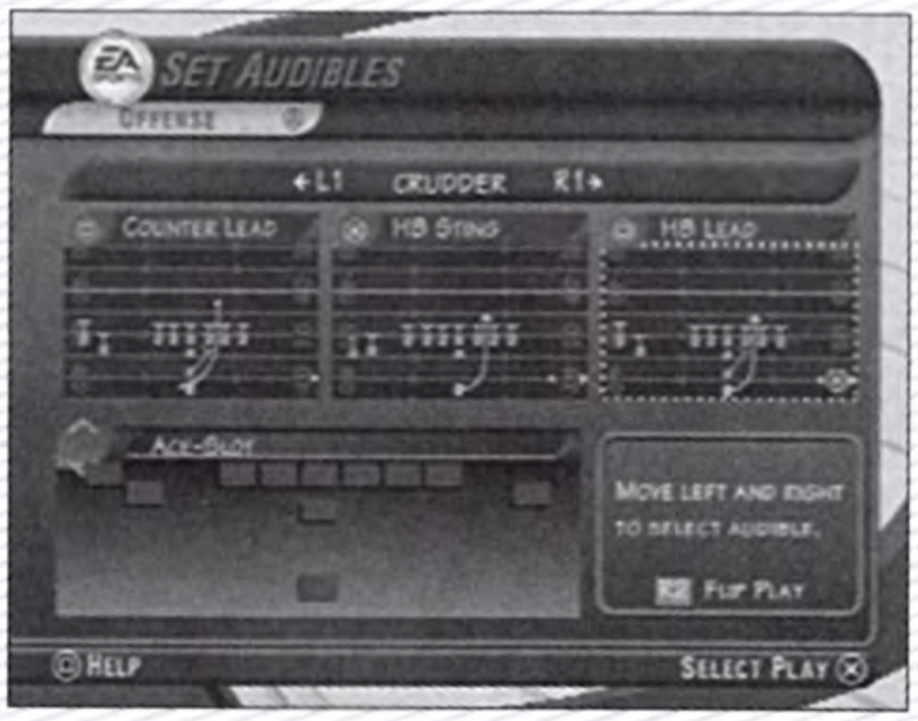
⇨ To return to the User Profiles menu, press the ▲ button.

⇨ Press the ▲ button again to return to the Main menu.

TO SET AUDIBLES:

1. From the User Profile menu, choose SET AUDIBLES. The Set Audibles screen appears.

2. To select either OFFENSE or DEFENSE, press the D-Button ↔ and press the ✖ button. Your cursor moves to the play windows.



3. Highlight one of the audibles from the play windows and press the ✖ button. The cursor moves to the formation.

4. Select a formation, and then a new play from the bottom window and press the ✖ button to accept the new audible.

⇨ To change user profiles, press the **L1** button or the **R1** button.

⇨ To flip any audible, press the **R2** button.

SAVING AND LOADING

Save or load files from your memory card.

NOTE: Never insert or remove a memory card when loading or saving files.

TO LOAD A FILE:

1. From the Options menu, select memory card to get to the Load/Save/Delete screen.
2. Highlight LOAD and press the ✖ button.

◇ Press the **R1** button or the **L1** button to change file types.

◇ Press the **R2** button or the **L2** button to switch between MEMORY CARD slots.

3. Highlight the file you wish to LOAD and press the ✖ button.

NOTE: When *NCAA Football 2002* launches, it automatically loads the settings associated with the most recent save from the available memory card. If there are multiple memory cards available, the game checks the MEMORY CARD slots and loads the settings based on the following order:

ROSTERS AND SETTINGS: *NCAA Football 2002* searches in sequential order and loads the first saved Settings/Roster files that it encounters.

USER PROFILES: When searching for User Profiles, *NCAA Football 2002* searches MEMORY CARD slot 1-A first and proceeds to search in sequential order through MEMORY CARD slot 2-D. Up to four User Profiles can be loaded but only two User Profiles can be played in a single game, one per team. *NCAA Football 2002* loads the first four unique User Profiles from the memory card. A unique User Profile is a profile that is considered to be a first generation User Profile or an original file, not a copy.

TO SAVE A FILE:

1. From the Options menu, select memory card to get to the Load/Save/Delete screen.

2. Highlight SAVE and press the ✖ button.

◇ Press the **R1** button or the **L1** button to change file types.

◇ Press the D-Button ↔ to switch between MEMORY CARD slots.

3. Highlight the file you wish to SAVE and press the ✖ button.

4. Enter the name of the file using the keyboard pop-up to complete the save.

NOTE: If you have already saved the file, you will be prompted to overwrite the existing file instead of saving a new file.

TO DELETE A FILE:

1. From the Options menu, select memory card to get to the Load/Save/Delete screen.

◇ Press the **R1** button or the **L1** button to change file types.

◇ Press the **R2** button or the **L2** button to switch between MEMORY CARD slots.

2. Press the ● button to rename a file on your memory card.

3. Highlight the file you wish to DELETE and press the ✖ button.

NOTE: After saving Settings, User Profile, or Roster files to the memory card, the files will appear with the status of "saved". These files are kept in system memory with the "saved" status until the user makes changes to these files. If the files are deleted from the memory card, they will still register with a "saved" status due to the fact that the files remain in system memory until the PlayStation 2 console is reset.

WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90-days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

Please return the product along with a check or money order for $15.00 made payable to Electronic Arts, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com or by phone at (650) 628-1900 or by fax at (650) 628-5999.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without the prior written consent of Electronic Arts.

NEED A HINT? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the **US**, dial **900-288-HINT** (4468). **95c** per minute.
In **CANADA**, dial 900-451-4873. $1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone phone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

TECHNICAL SUPPORT

If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call EA's Hints & Information Line for hints, tips, or codes.**

EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: http://techsupport.ea.com

FTP: ftp.ea.com

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM.
If you are under 18 years of age parental consent required.

© 2001 Electronic Arts Inc. Electronic Arts, the Electronic Arts logo, EA SPORTS, the EA SPORTS logo, Dynasty Mode, John Madden Football, and "if it's in the game, it's in the game" are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved.

The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, team icons, and mascots associated with the NCAA, universities, bowls and conferences are the exclusive properties of the respective institutions. NCAA is a registered trademark of National Collegiate Athletic Association and the NCAA Football logo is a registered trademark of the NCAA licensed to NCAA Football USA, Inc. Heisman Memorial Trophy and likeness of the actual trophy are registered service marks by the Downtown Athletic Club under registration numbers 936,853 and 935,852 respectively. NFL is a trademark of the National Football League. Dolby and the double-d symbol are trademarks of Dolby Laboratories. All other trademarks are the property of their respective owners.

PlayStation and the "PS" Family logo are registered trademarks and DUALSHOCK is a trademark of Sony Computer Entertainment Inc.

EA SPORTS™ is an Electronic Arts™ brand.

Photo Credit: Andy Lyons/AllSport Photography

PROOF OF PURCHASE
NCAA FOOTBALL® 2002

0 14633 14338 6

NEXT UP FROM EA SPORTS™

EA SPORTS MADDEN NFL 2002

STILL THE ONLY GAME THAT MATTERS

FEATURES

- **A GAME WITHIN A GAME**
  Run the Two-Minute Drill and earn points in this quick-hitting, fast-paced new game mode.
- **FOOTBALL IN YOUR FACE**
  New real player faces and on-field animations bring you closer to the drama and inside the huddle.
- **IT'S YOUR GAME. IT'S YOUR LEAGUE**
  Realign the AFC and NFC divisions and create a custom league.
- **BANG-BOOM-POW!**
  Perfect the X's and O's in the all-new Training mode with the help of John Madden.
- **REAL NFL STRATEGIES**
  Authentic gameplay with strategies from John Madden and real NFL coaches, plus improved blocking and tighter pass coverage.

BEAT THE COVERAGE DEEP

REFINED DEFENSIVE AI

DEFENSE WINS CHAMPIONSHIPS

CONTROL THE GROUND GAME

© 2001 Electronic Arts Inc. EA SPORTS, the EA SPORTS logo and John Madden Football are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. © 2001 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is registered trademark of the NFL players. www.nflplayers.com © 2001 PLAYERS INC. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. **1433805**

EA SPORTS™

PLAYERS INC

OFFICIALLY LICENSED NFL PRODUCT

EVERYONE

CONTENT RATED BY ESRB